

Listing and Amendments to the Claims

This listing of claims will replace the claims that were published in the PCT Application and as per the IPRP.

1. (Currently Amended) A method for providing transportable character-centric gaming at a wireless ~~Local Area Network (WLAN) hotspot~~ access to a user comprising the steps of:

providing ~~(201)~~ a first gaming server at a first ~~WLAN hotspot~~ wireless access, wherein the gaming server is accessible from the ~~WLAN hotspot~~ wireless access;

providing ~~(203)~~ at least one first selectable game at said first gaming server having at least one savable character;

providing the capability to save ~~(217)~~ the savable character at an arbitrary point in the first game onto a transportable medium to ~~form~~ retain a current saved character, wherein the current saved character is loadable for play in a ~~future~~ second game independent of said first game.

2. (Currently Amended) The method of claim 1, further comprising the step of providing ~~(203)~~ a second game, wherein the future game comprises the second game.

3. (Original) The method of claim 2, wherein the first and second games are different.

4. (Currently Amended) The method of claim 1, further comprising the step of providing ~~(203)~~ a second game and a second WLAN hotspot, wherein the future game comprises the second game at the second WLAN hotspot and the first WLAN hotspot and the second WLAN hotspot are different.

5. (Currently Amended) The method of claim 1, further comprising the steps of:

determining ~~(205)~~ if a previously saved character exists for the selectable game which is desired to be used,

wherein if a previously saved character exists further comprising the steps of entering (207) the previously saved character for use in the selectable game; and

wherein if a previously saved character does not exist, further comprising the step of allowing play (209) of the selectable game with a game-provided character.

6. (Currently Amended) The method of claim 1, further comprising the steps of: determining ~~(301)~~ if a previously saved character exists for the selectable game, wherein if a previously saved character exists for the selectable game, further comprising the steps of:

determining ~~(307)~~ if the previously saved character is desired to be deleted and replaced with the current saved character, wherein if said previously saved character is desired to be deleted and replaced with the current saved character, further comprising the steps of determining ~~(309)~~ the previously saved character to be deleted, replacing the deleted previously saved character with the current saved character; and wherein if said previously saved character is not desired to be deleted and replaced with the current saved character, further comprising the steps of allowing the current saved character to be saved ~~(311)~~ and retaining the previously saved character;

and wherein if a previously saved character for the selected game does not exist, further comprising the steps of allowing the current character to be saved ~~(303)~~.

7. (Original) The method of claim 1, wherein the transportable medium comprises at least one of a laptop, PDA, floppy disk and compact disk.

8. (Currently Amended) The method of claim 1, further comprising the steps of:

providing ~~(206)~~ at least one selectable gaming environment on the first gaming server; and

providing the ability to enter ~~(207)~~ the saved character for play in the selected gaming environment.

9. (Currently Amended) The method of claim 1, further comprising the steps of:

providing ~~(201)~~ a second gaming server at a second WLAN hotspot, the second gaming server including at least one second game and at least one second gaming environment;

providing the ability to log onto ~~(201)~~ the second WLAN hotspot and access the second gaming server;

providing the ability to select ~~(203)~~ at least one of the second game or the second gaming environment on the second gaming server;

providing the ability to load ~~(207)~~ the transportable medium onto the second gaming server; and

providing the ability to load ~~(207)~~ the saved character for play in the at least one selected second game or second gaming environment.

10. (Currently Amended) The method of claim 9, further comprising the step of providing the ability to transport ~~(217)~~ the savable character from the first gaming server to the second gaming server.

11. (Currently Amended) A method for providing transportable character-centric gaming comprising the steps of:

providing ~~(203)~~ at least one first selectable game having at least one savable character, wherein said savable character is savable independent of the first game;

providing the capability to save ~~(213)~~ the at least one savable character at an arbitrary point in the at least one first game onto a transportable medium to form a saved character; and

providing the capability to load ~~(205)~~ the saved character for play in at least one of said first selectable game or other games, wherein the saved character is loadable for play independent of said first game.

12. (Currently Amended) The method of claim 11, further comprising the step of providing ~~(203)~~ a first gaming server and a first wireless local area network hotspot, wherein the first game is provided on the first gaming server at the first wireless local area network hotspot.

13. (Currently Amended) The method of claim 12, further comprising the step of providing ~~(203)~~ a second game, a second gaming server and a second wireless local area network, where the second game is provided on the second gaming server at the second wireless local area network.

14. (Currently Amended) The method of claim 12, further comprising the step of providing ~~(206)~~ at least one first gaming environment on the first gaming server.

15. (Currently Amended) The method of claim 13, further comprising the step of providing ~~(206)~~ at least one second gaming environment on the second gaming server.

16. (Currently Amended) The method of claim 14, further comprising the steps of:
providing the ability to select ~~(203)~~ at least one of the first game or the first gaming environment for play; and
providing the ability to load ~~(207)~~ the saved character for play in the at least one selected first game or gaming environment.

17. (Currently Amended) The method of claim 15, further comprising the steps of:
providing the ability to select ~~(203)~~ at least one of the second game or the second gaming environment for play; and
providing the ability to load ~~(207)~~ the saved character for play in the at least one selected second game or second gaming environment.

18. (Original) The method of claim 11, wherein said other games comprise games independent of said first game.

19. (Currently Amended) The method of claim 11, further comprising the steps of:
determining (205) if a previously saved character exists which is desired to be used for the selectable game,

wherein if a previously saved character exists which is desired to be used for the selectable game, further comprising the step of entering (207) the previously saved character for use in the selected game, and

wherein if a previously saved character which is desired to be used for the selectable game does not exist, further comprising the step of allowing play (209) of the selectable game with a game-provided character.

20. (Currently Amended) ~~The method of claim 11, further comprising the step of providing (202) a gaming console, wherein the at least one first game is provided on the gaming console. A device comprising:~~

a medium adapted to store a savable gaming character at an arbitrary point in a first game accessed wirelessly from a first gaming service, wherein the saved character is loadable for play in a second game independent of said first game.

Amendments to the Abstract

Please amend the Abstract to read.

-- Gaming capabilities to users at wireless hotspots wherein users can save their gaming characters and transporting them for play and development in, e.g., future games at other hotspots independent of the original game in which the character was saved. A gaming server is provided at a WLAN (201, 203), wherein the user logs onto the hotspot and accesses the gaming server to select and play a game (209), wherein the user is represented by a character in the game. At any desired point in the game, the user may save the character onto a transportable medium, e.g., a mobile device, floppy disk, CD, etc. (217). The user may play a future game using the saved character at, e.g., different hotspots against different users (205).--

(FIG. 2)